NINTENDO POWER®

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SUPER MARIO WORLD

Yoshi And Mario Fly "Super" High

FEATURES

Star Wars
Final Fantasy Adventure

Official Nintendo Seal of Quality

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

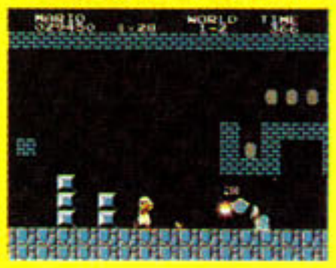
SUPER MARIO WORLD™

You've never been anywhere like Super Mario World! It's the setting for the latest, greatest adventure of the Koopa-crushing champ, Mario, and it's all new for the Super NES! Jump into the action as Mario takes on a sidekick, learns a ton of new tricks and searches for the princess in the land of the dinosaurs!

Super Mario Knows Adventure!

Our part-time plumber and full-time hero is no stranger to thrilling adventures through fantasy lands. And, with every incredible journey, he's learned new abilities that have helped him keep a leap ahead of his outrageous adversaries. Just look at how much Mario has grown!

● SUPER MARIO BROS.

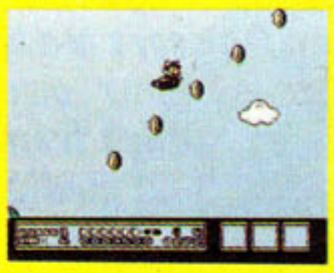


In his first wild romp, Mario discovered that Super Mushrooms made him big and Fire Flowers added a spark to his attack. Look out Bowser!

● SUPER MARIO BROS. 2

When Mario dreamed up the land called Sub-Con, he was able to call on his Mushroom Kingdom cohorts for some much needed assistance.

● SUPER MARIO BROS. 3



With a wardrobe of awesome suits, Mario was able to swim with speed, toss Hammer Bros.' Hammers and even fly in his amazing third journey.

● SUPER MARIO LAND

In his great Game Boy adventure, Mario gained an advantage over his opponents with the incredible bouncing Superball.

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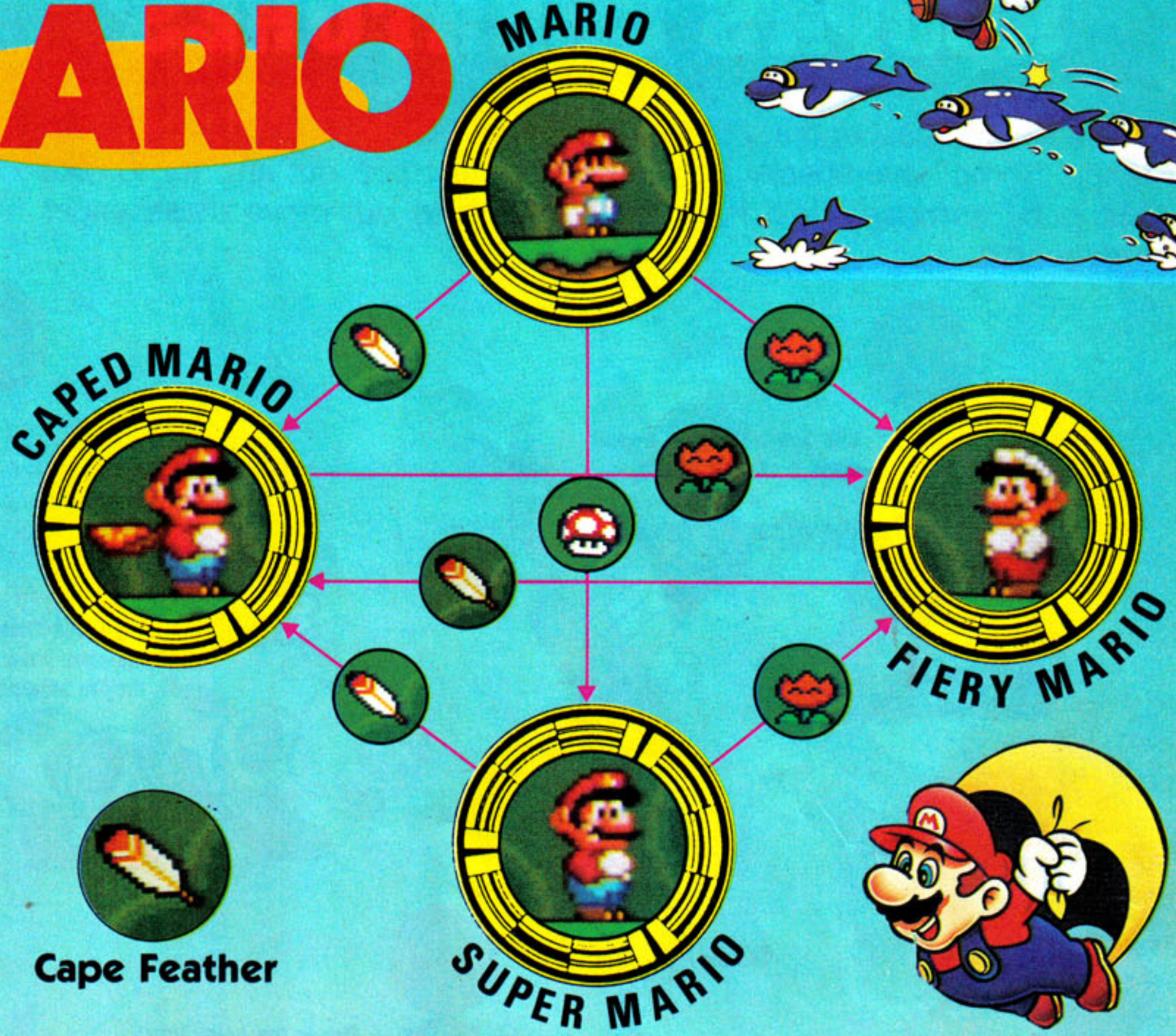
SUPER MARIO WORLD™

OUR HERO

MARIO

With a steady diet of Super Mushrooms and Fire Flowers, Mario has always been able to grow big and shoot Fireballs. Now, by touching a mysterious Cape Feather, he can also take to the sky and drift slowly back down to earth. The diagram on the right shows just what it takes to cause Mario's transformations.



Super Mushroom

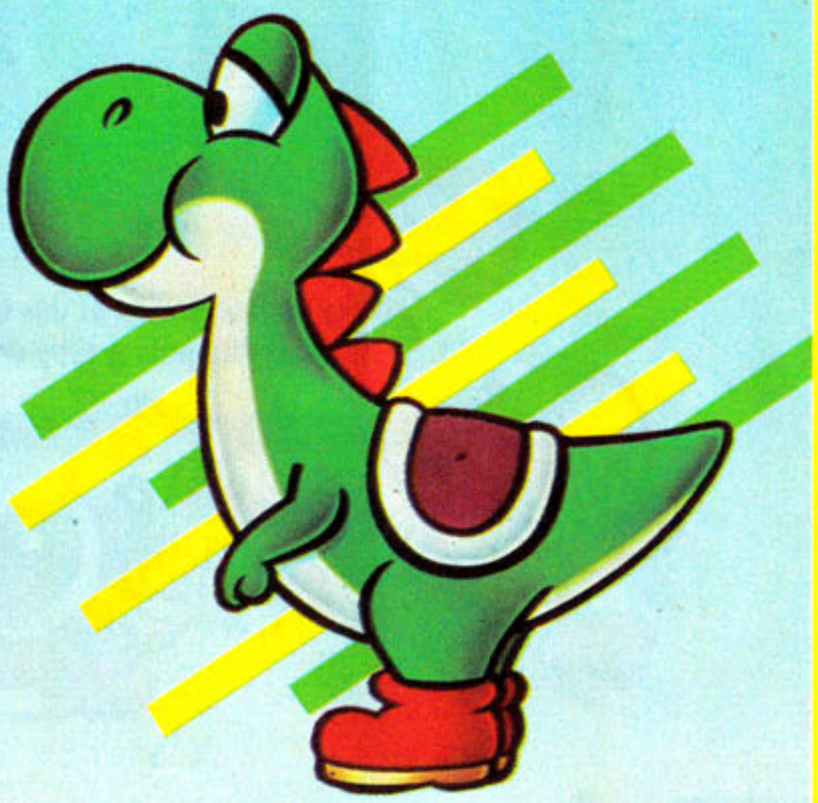
Fire Flower

Cape Feather

A STAR IS BORN

YOSHI

The land of the dinosaurs is crawling with Koopa-controlled creatures who aim to keep Mario from conquering King Bowser. Lucky for Mario, though, there's one dinosaur who'd like to see Bowser beat just as much as he would. He's Yoshi, a rollicking reptile with an appetite for menacing meanies. He'll carry Mario through some tight jams, but he'll run for the hills if the enemies bite back.



Yoshi! Yoshi! Yoshi!

Yoshi has three special abilities that are triggered when he swallows Koopa shells of certain colors. He also has three cousins who come in those colors and carry one of Yoshi's special traits when they swallow any shell. You'll discover them in the elusive Star World.

Red Yoshi

When this crimson creature grabs the shell of a Koopa, he lets forth a three-Fireball blast.

Blue Yoshi

By biting down on a tasty turtle, this blue wonder will gain the ability to fly for a few seconds.

Yellow Yoshi

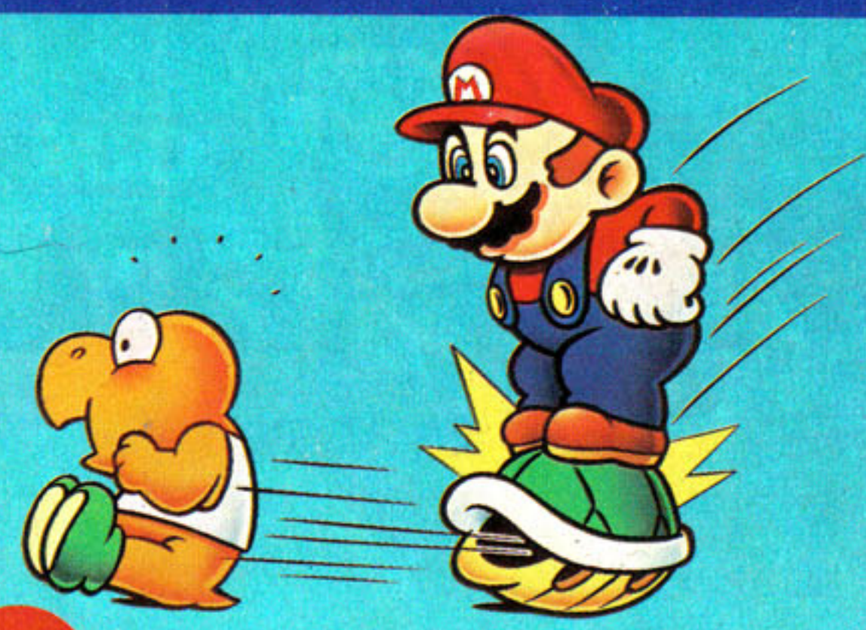
When Yoshi's yellow cousin eats a Koopa, he'll be able to shake the ground with super strong jumps.

The long tongue and the bottomless stomach of Mario's new dinosaur buddy, Yoshi, help him clear the area of Koopa's creatures. He'll also demonstrate special abilities when he eats certain shells.

When Yoshi gulps down 10 Red Apples, he'll lay an Egg that reveals a Super Mushroom. Two Pink Apples produce a Bonus Coin when eaten and a Green Apple is good for 20 extra seconds on the timer.

KOOPA'S CREATURES

There's a new cast of crazy creeps that make Mario's mission a real challenge. Some have special powers. Others just pop out and try to take Mario by surprise. He'll have to think fast to out-move these eager antagonists.



Sumo Brothers

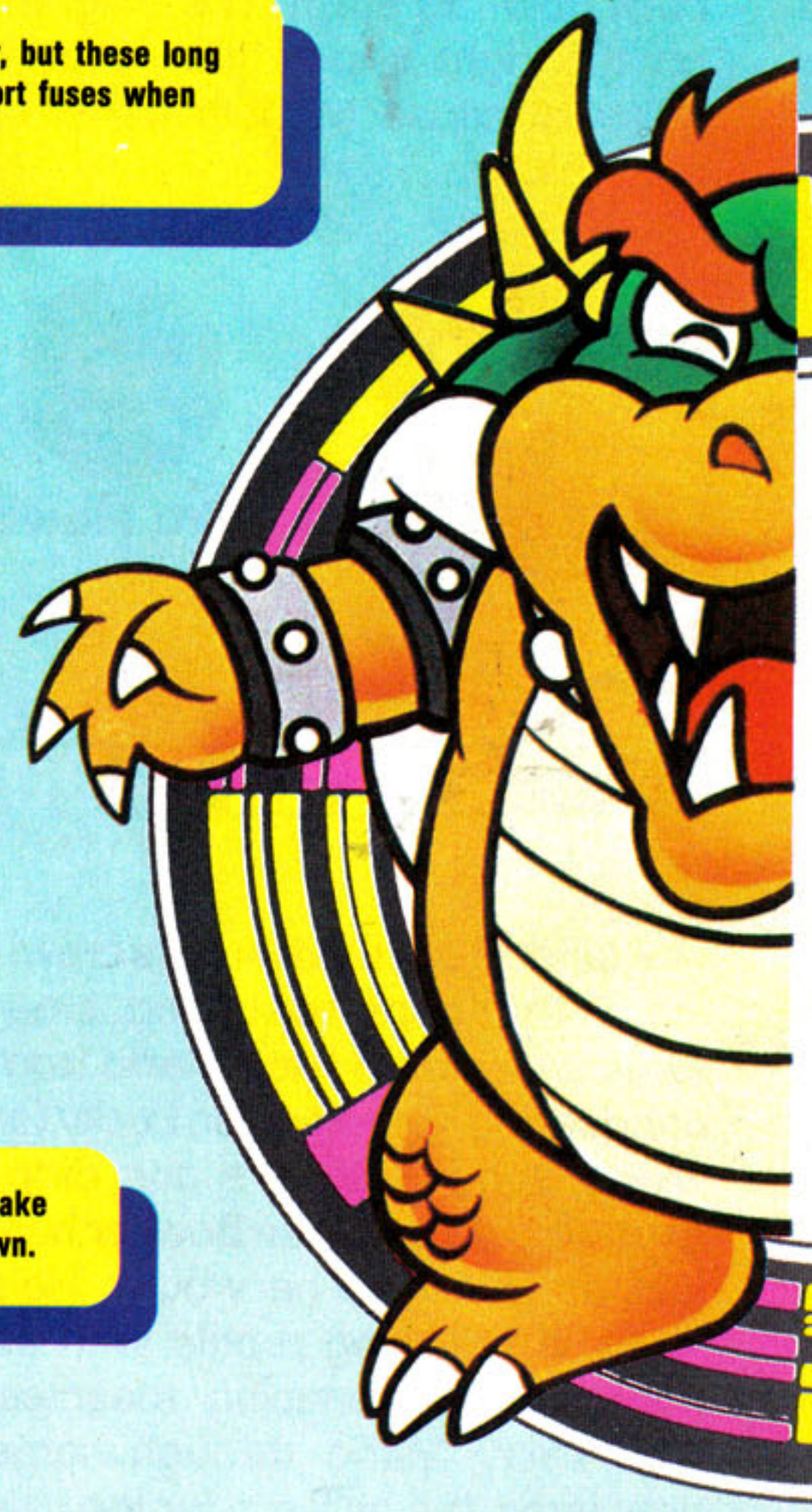
One Sumo stomp will send down a shower of fire.

Koopas

These zany turtles shoot from their shells when stomped.

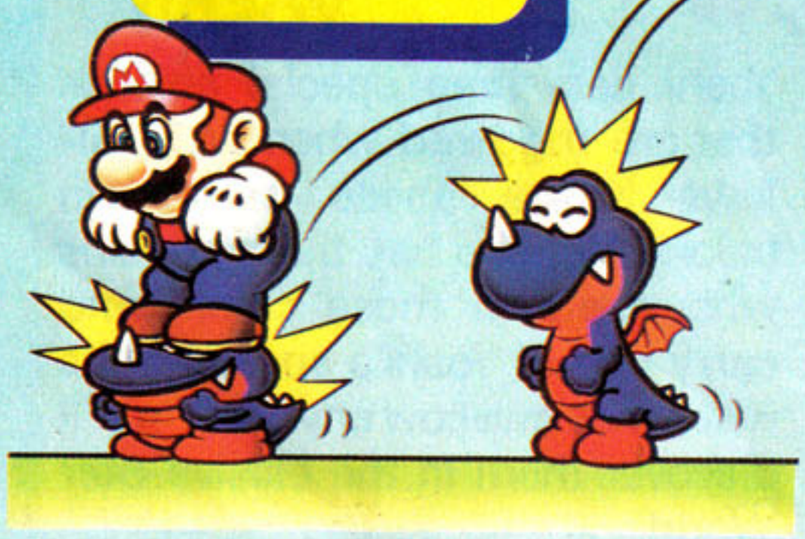
Wiggler

They look friendly, but these long crawlers have short fuses when they're stomped.



Rexes

They're relatively weak, but these kooks come out several at a time.

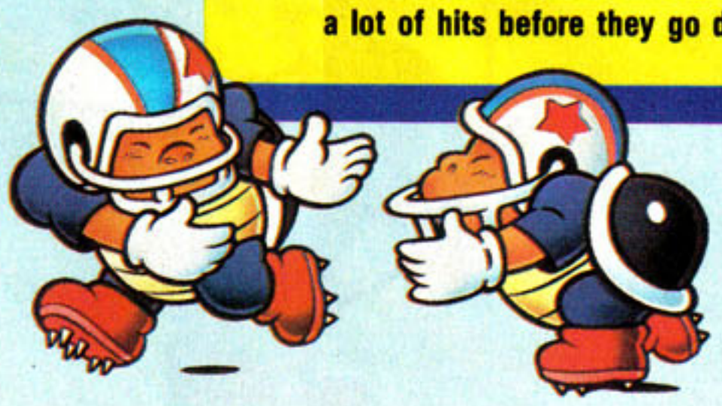


Bob-ombs

Fire in the hole! These blasting balls wind up and blow apart!

Chargin' Chucks

The football freaks of this land take a lot of hits before they go down.

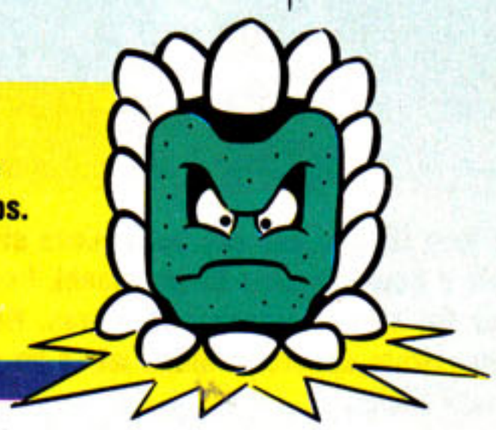


Magikoopa

The turtle-producing spell of these mystics will send any hero running for shelter.

Thwomps

Fortresses and Castles are loaded with heavy Thwomps. They'll drop when Mario approaches.



SUPER MARIO WORLD™

Mini-Rhinos

These little guys pack a mighty fiery wallop.

Dino-Rhinos

When they're hit, these lugs shrink.

Super Koopas

Up, up and away! The Super Koopas are super cool!

Goombas

Looks deceive. These creeps are small but menacing.

Monty Moles

By leaping out of rock walls, these rodents surprise their enemies.

Pumpkin Plants

These plumber-munchers leap from pipes.

Rip VanFish

These dozing fish awake when Mario gets close.

Porcu-Puffer

The spike-spined Porcu-Puffer is a sharp adversary in water worlds.

BOWSER

The Big Boo

This big bully is hard to get around. It freezes when faced.

Boo Buddies

Groups of ghosts follow heroes when they smell fear.

Dolphins

These helpful jumpers make handy stepping stones.

Eeries

The zombie-like Eeries fly in their sleep.

Welcome To

In the following pages, you'll see some of the highlights of Mario's trip through the vast expanse of Dinosaur Land and learn some important strategies which will help you find secret passages and clear the many challenging areas.

❸ VANILLA DOME

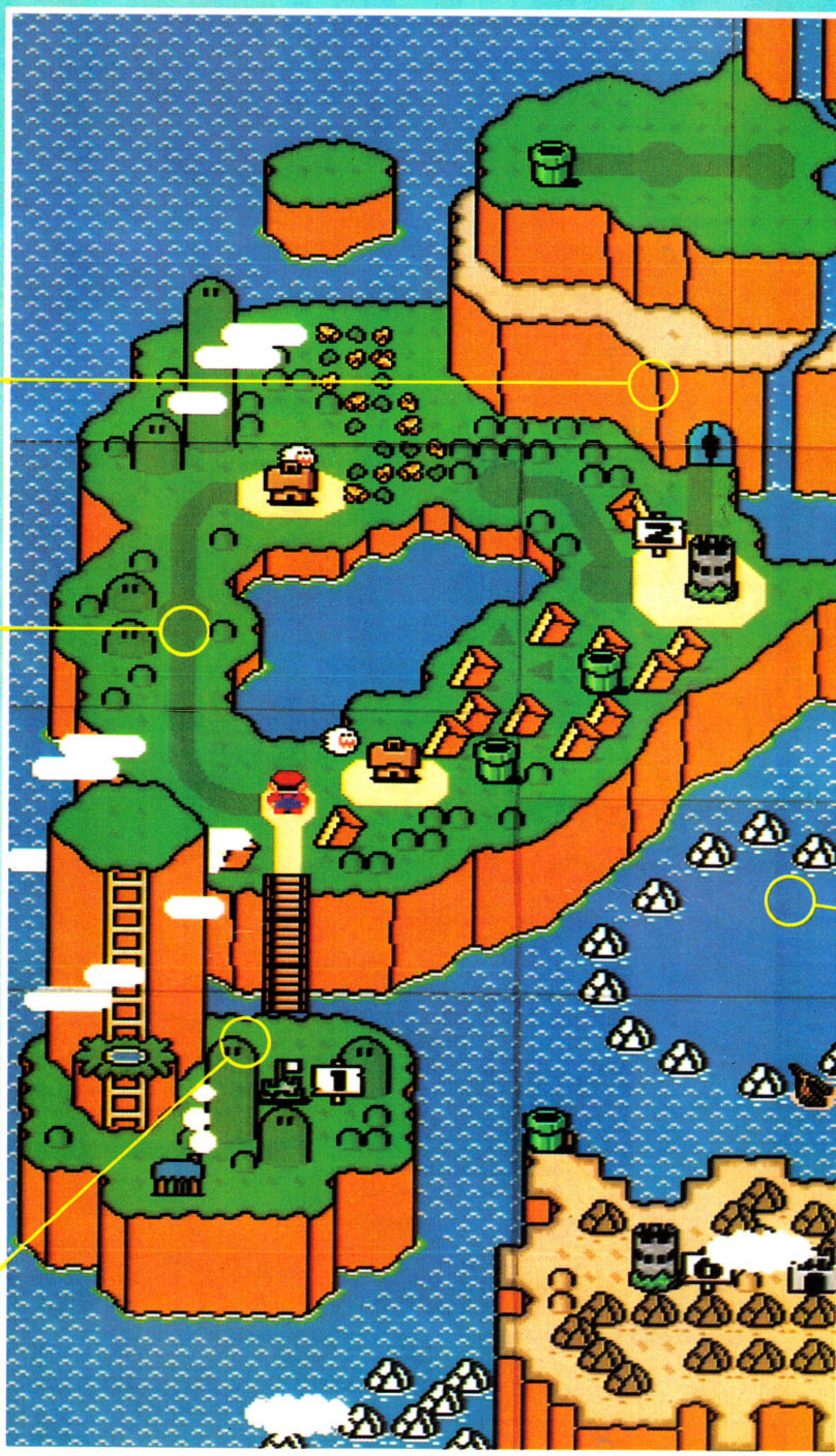
Underground caves and underwater passages make the Vanilla Dome an explorer's dream. Details are on page 16.

❷ DONUT PLAINS

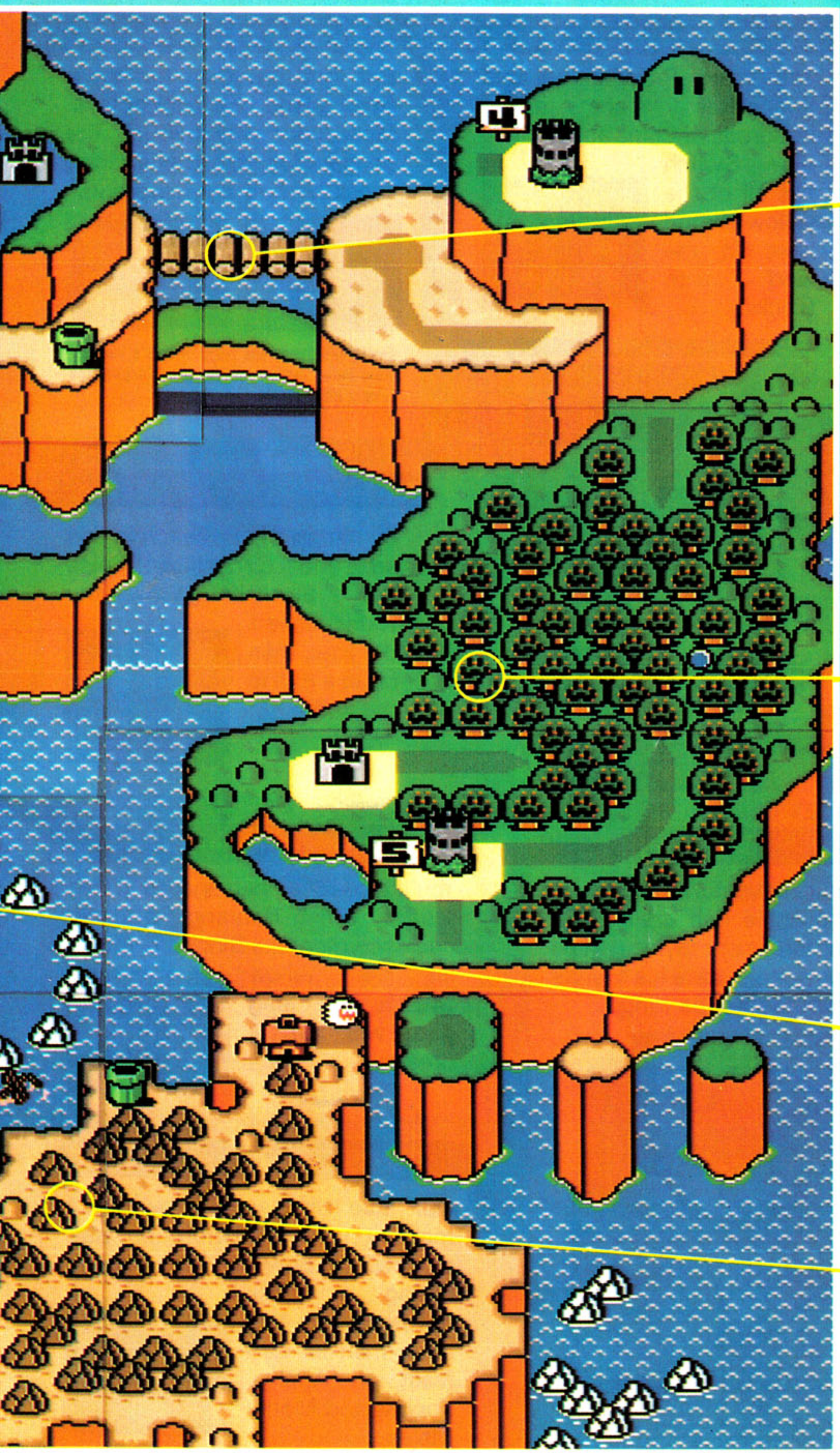
This land features several secret passages, including the first mysterious Star Road. See page 15 for more info.

❶ YOSHI'S ISLAND

Your adventure begins here. Yoshi has left his home, but you'll catch up with him quickly. See page 14 to begin.

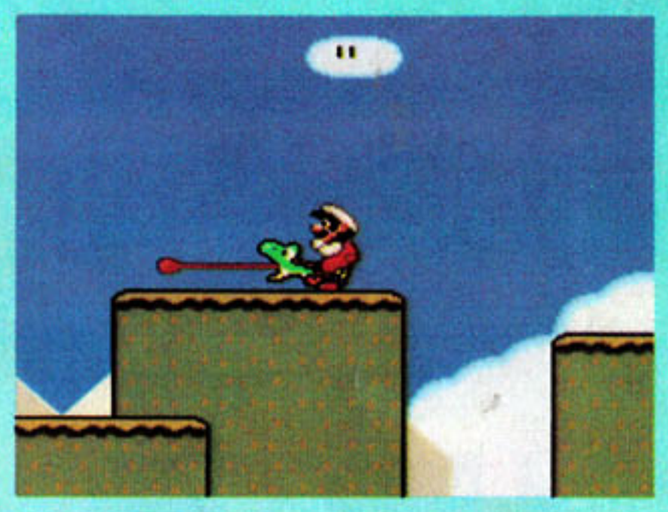


Dinosaur Land



4 TWIN BRIDGES

While only the Cheese Bridge is shown, the Butter Bridge will also appear when the Vanilla Fortress is gone. See page 17.



5 FOREST OF ILLUSION

You'll have to be very observant to find the right paths in this maze-like forest. Look for clues on page 18.

7 VALLEY OF BOWSER

King Koopa resides in a huge castle of his own design in this dangerous area. You'll find details on page 20.

6 CHOCOLATE ISLAND

While the chocolate hills of this area can be tough to get around, the real challenge is in Wendy's Castle. See page 19.

AREA 1 YOSHI'S ISLAND

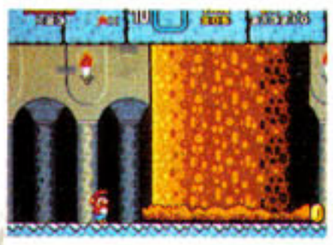
Yoshi's homeland has been taken over by Bowser and his evil Koopalings. As you begin, you'll find out that Yoshi has set off to save his dinosaur friends. It's up to you to find him before he gets into hot water. This area includes four standard stages, the Yellow Switch Palace, Yoshi's House and Iggy's Castle.

Yellow Switch Palace

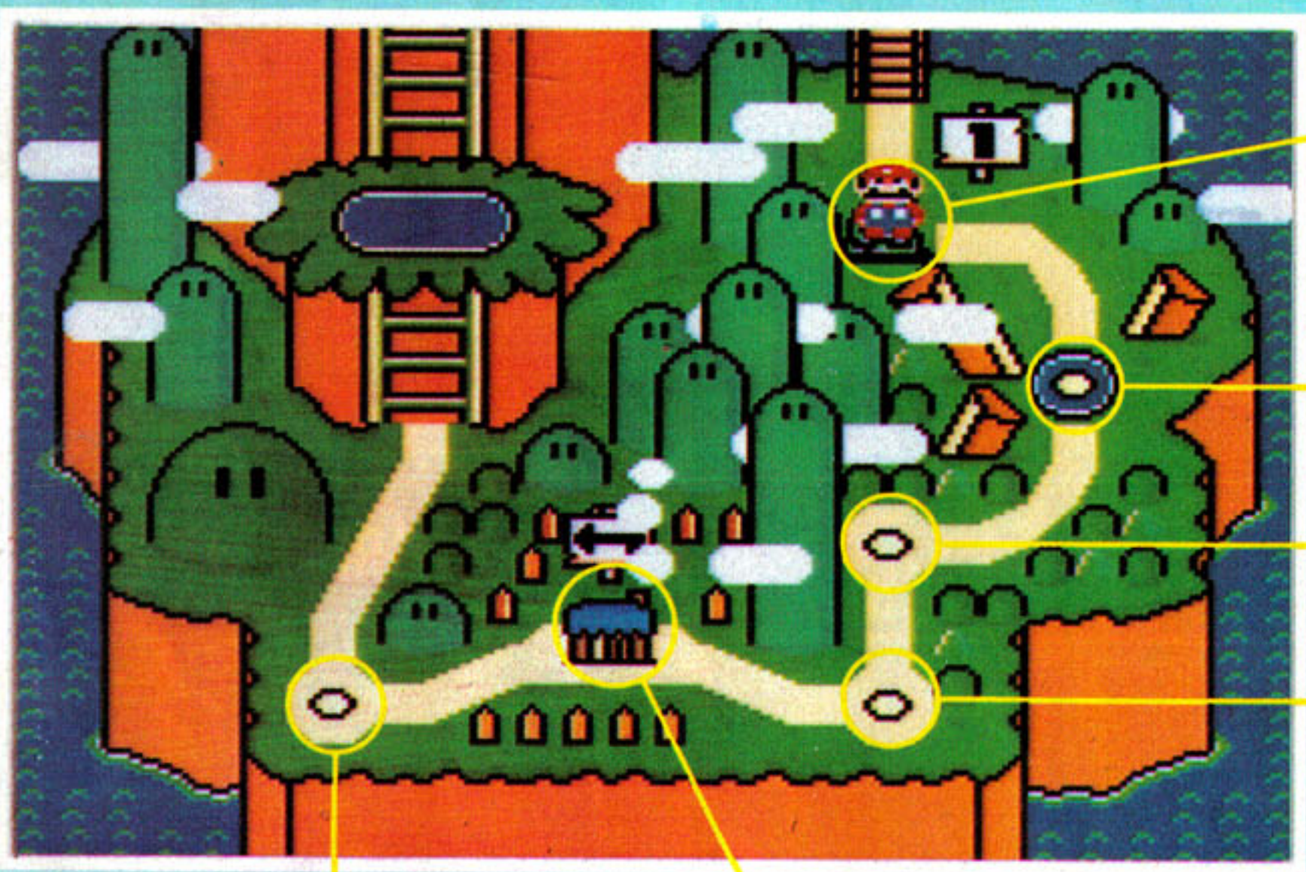
The small P-Switch in this Koopa-free Palace makes hundreds of Coins appear. The big Switch fills all of the yellow dotted lines in the land with Blocks.

Iggy's Castle

Evil Iggy is hiding out on a small island in a pool of lava. Make your way through the dangers of the castle, then knock him off the deep end.



Among the dangerous traps in Iggy's Castle are a fence that is crawling with Koopas, and several killer Pillars.



Yoshi's Island 4

By hitting the P-Switch in this area, you'll turn a line of Coins into a Block bridge over the water. Collect the Star, then blaze a trail to the end!

Yoshi's Island 1

Gigantic Banzai Bills fly through this area. Listen for their launch, then duck to avoid them or jump to knock them out of the air.

Yoshi's House

Your adventure begins in this apple rich area. Yoshi has left a note saying that he has gone to save his friends from the Koopa King.

Yoshi's Island 3

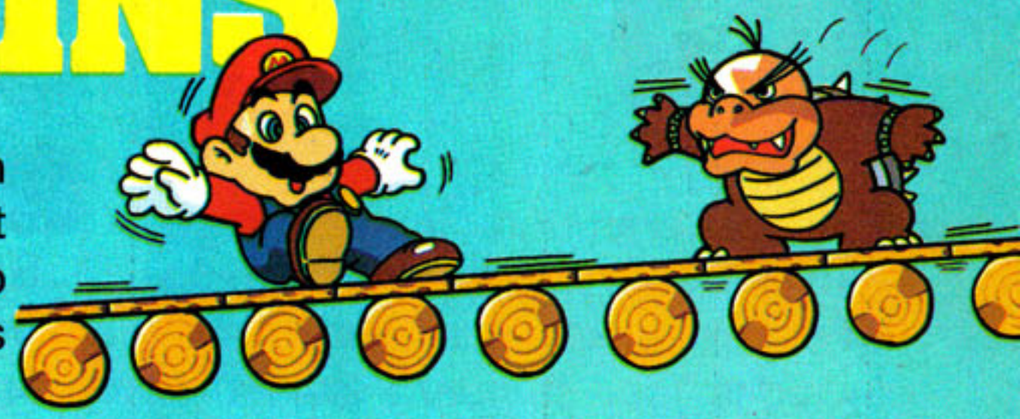
You'll cross the open spaces in this area by riding Rotating Platforms and accordion-like Blocks. If you've hit the Yellow Switch, the long gap will be a breeze.

Yoshi's Island 2

Our little dinosaur buddy didn't make it very far before he was stopped by Bowser. Save him by hitting a Block from below in this area, then let him feast on Apples, Koopas and Monty Moles.

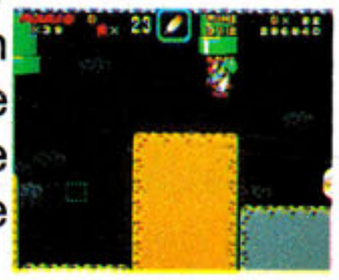
AREA 2 DONUT PLAINS

You'll learn in this land that red areas on the map have two exits; one in plain sight and one that is hidden. There are several areas in the Donut Plains where this rule applies. It includes four standard stages, two secret routes, two Ghost Houses, the Green Switch Palace, Morton's Castle and the very lucrative Top Secret Area.



Donut Plains 2

The green Pipe in this area leads to a cavern with stair-like Blocks. Fly up to the top Block with a Cape and trigger a Vine. Then climb up the Vine for the Switch Palace Key.

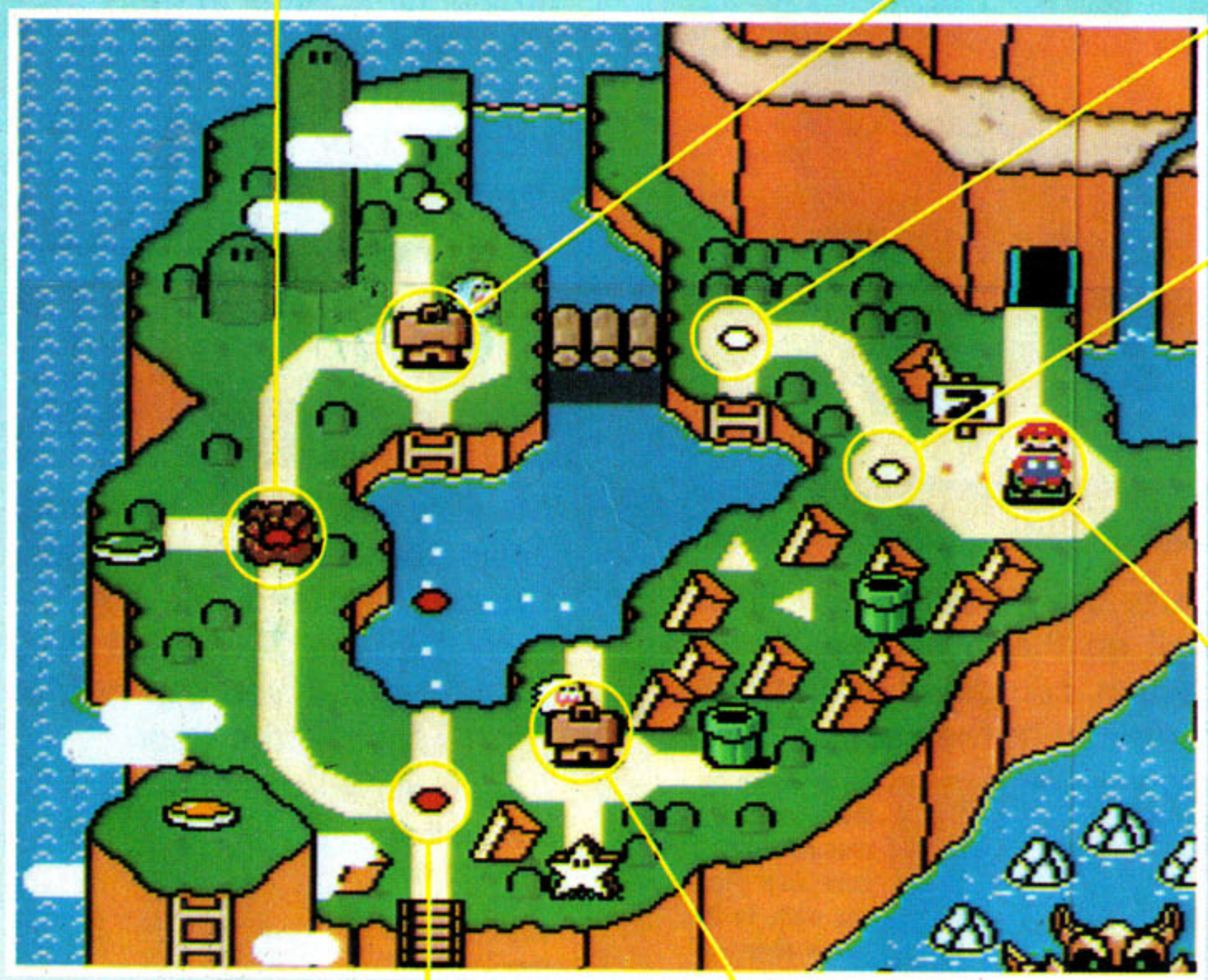


Donut Ghost House

Make sure that you wear a Cape into this house. Then, at the very beginning, fly up and to the left. You'll find a platform that leads to the Top Secret Area.

Donut Plains 3

Some of the Platforms that ride on wires here are surrounded by hairy Fuzzles. You can bounce off of the Fuzzles unharmed with a Spin Jump.

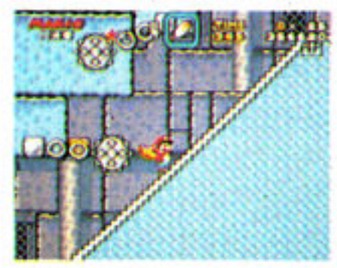


Donut Plains 4

Have Yoshi swallow the Koopa with the flashing Shell in this stage. It'll give him the powers of his Blue, Red and Yellow cousins combined.

Morton's Castle

On your way to battle Morton, you'll encounter Ball 'N' Chains, Thwomps and a long vertical passage with moving walls. Be careful! You could get crushed!



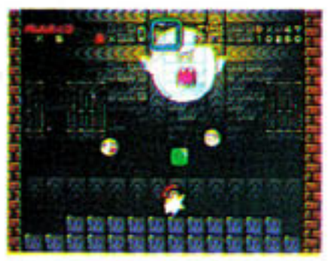
Climb quickly up the vertical passage and look for safe spots so that you won't be flattened.

Donut Plains 1

Super Koopas are all over this open land. Stomp the ones with the red Capes to earn a Cape Feather, then sink into the first Pipe after the mid-point to practice flying.

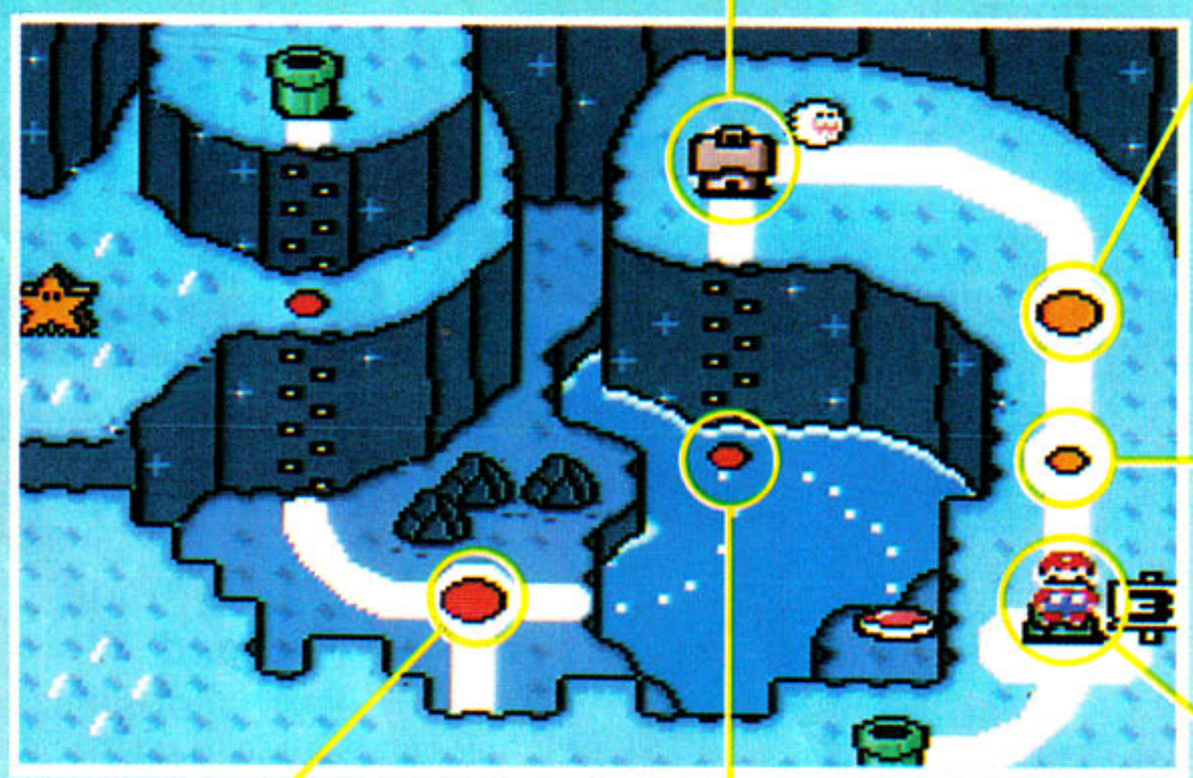
Donut Secret House

Hit the P-Switch in the second section of this house. Then trigger a Vine above the center door, climb up, enter the door to the right and battle the Big Boo.



AREA 3 VANILLA DOME

The underground land of the Vanilla Dome is comprised mainly of caverns and water passages. It includes four standard stages, a secret stage, a Ghost House, the Red Switch Palace and Lemmy's Castle. If you complete the secret stage, you'll be able to get to several other secret stages in the Twin Bridges area.

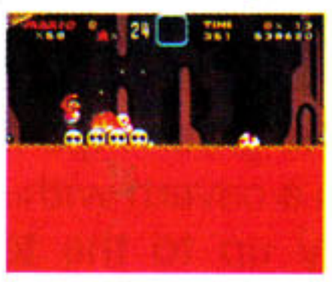


Vanilla Ghost House

Spin Jump on the green Bubbles and they won't damage you. Then collect the Coins on the far right side and hit the P-Switch to make the exit door appear.

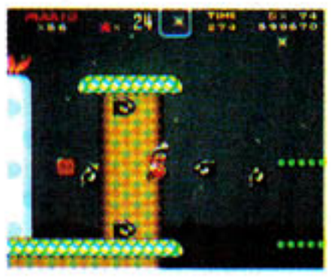
Vanilla Dome 3

While you're riding on the Skull Raft, press the R Button to scroll the action to the right. The Munchers will leap from the lava before you approach.



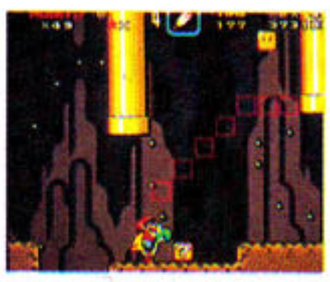
Vanilla Dome 4

Bullet Bills fire in large numbers from several different directions at once in this dark area. Take evasive action as soon as they appear.



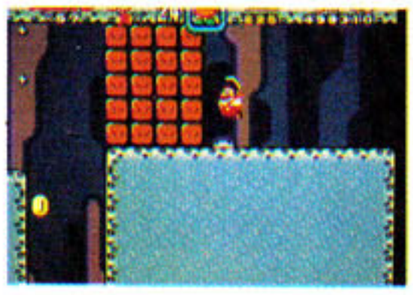
Vanilla Dome 1

Once you've been to the Red Switch Palace and have filled the red dotted lines with Blocks, you'll be able get the Key to the secret path.



Vanilla Dome 2

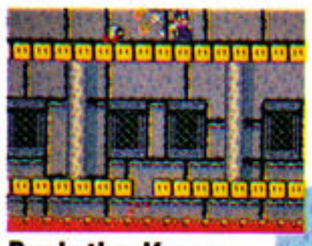
Carry the P-Switch to a Block wall on the left. Then hit the Switch, continue left and look for a Key in the second gap.



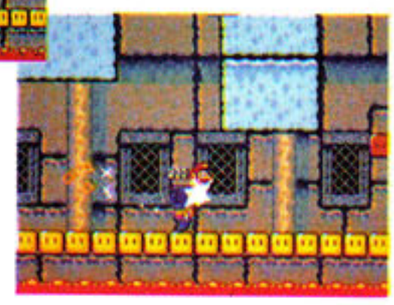
After you've hit the P-Switch, drop into the Coin-filled gap and swim to the left in search of the Red Switch Palace Key.

Lemmy's Castle

Magikoopas aim to keep you away from Lemmy's chamber. Stomp 'em and hit the P-Switch so that you can get to the door.

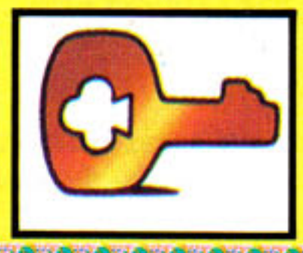


Duck the Koopa-producing spells of the Magikoopas, then hit them from above.



There's More Than One Way To Go!

A red dot on the map indicates that there is more than one exit in the area shown. If you search carefully, you'll find a second Exit Gate or a Key and a Keyhole. Ghost Houses also often feature a secret Exit to a special area, as is the case in the Donut Plains.



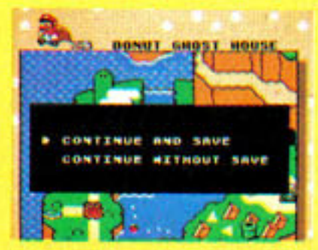
Once you've explored one route, search for a second route in the areas with red dots on the map.

AREA 4 TWIN BRIDGES

The Butter and Cheese Bridges connect the Vanilla Dome with eastern Dinosaur Land. The Butter Bridge will appear when you conquer the Vanilla Fortress. In addition to the Fortress, this area includes five standard stages, two secret stages and Ludwig's Castle. The battle on the Butter Bridge is particularly challenging. Be prepared!

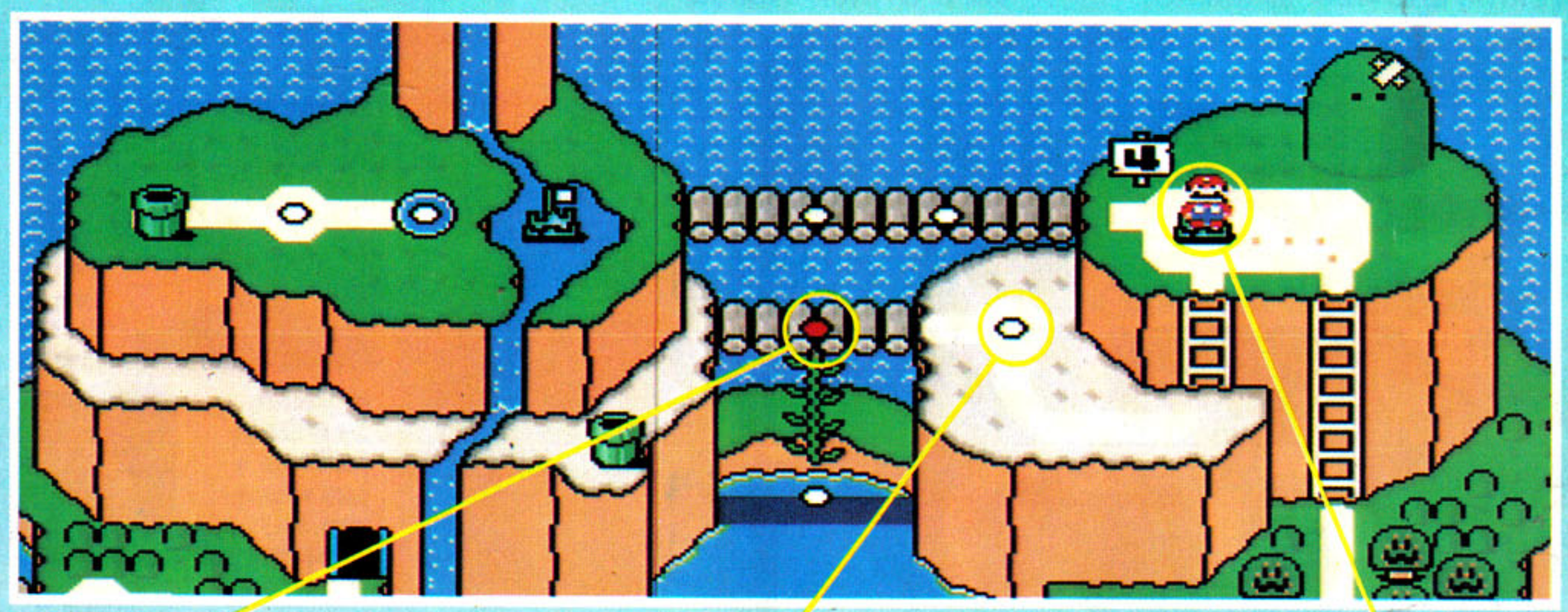
Save The Day's Play

It's next to impossible to make it through this long adventure in one playing session. So, the game has been built with a battery back-up which enables you to save your progress when you clear a Castle, Fortress, Ghost House or Switch Palace. You can then take a rest and return to the same place later.



You can save your progress when you've cleared a major area.

The title screen shows how many Exit Gates each character has cleared.



Cheese Bridge Area

The second Exit Gate is to the right of the first Gate. Use your Cape to soar under the first Gate. Then fly up and run to the right.

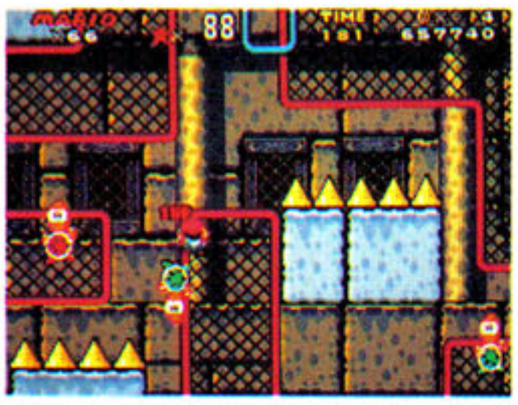
Cookie Mountain

The mountain is crawling with Monty Moles. Take Yoshi with you and let him gobble them up. You'll clear the area easily.

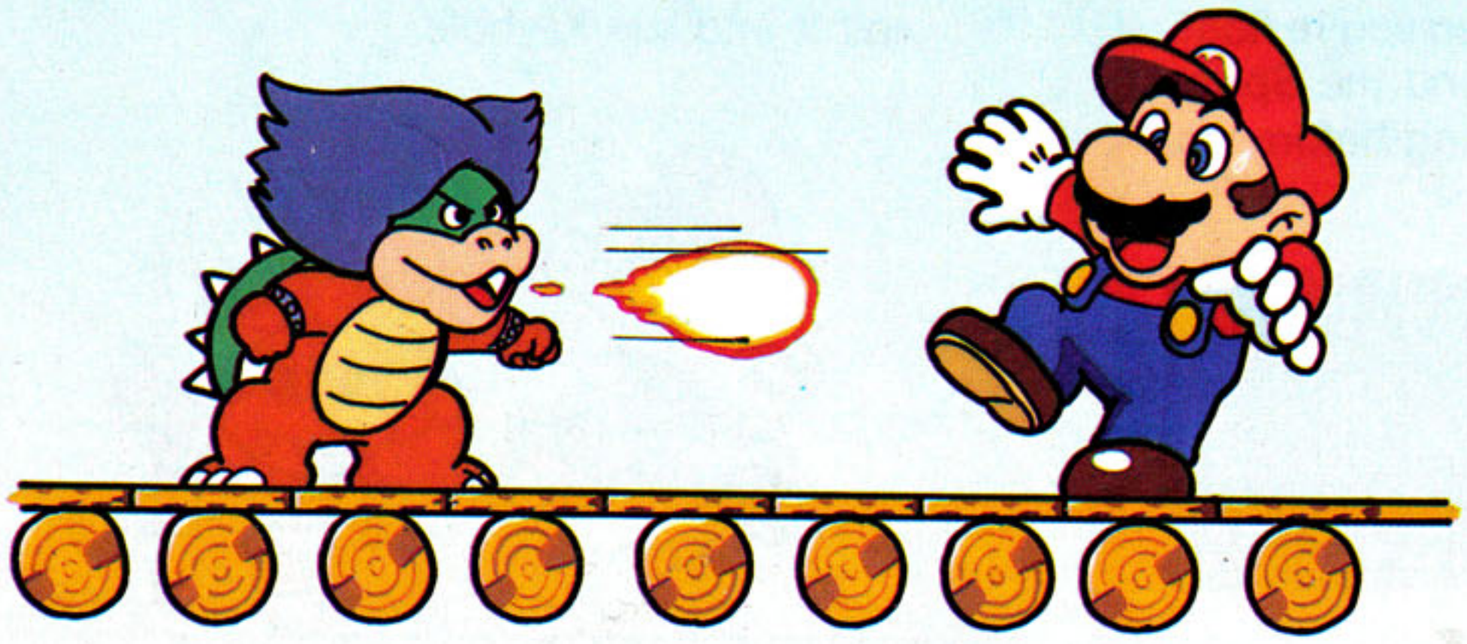
Ludwig's Castle

Ball 'N' Chains, Chain Link Fences and Spikes-a-plenty have been placed in this Castle by the wild-haired Koopaling to keep you out of his private chamber.

Jump up through the ceiling near the end of the first passage. You'll find a Pipe that leads to a 1-Up rich area.



Stay on the Fence and don't touch the floor. Koopas that you defeat will be worth more and more points.



AREA 5 FOREST OF ILLUSION

Almost every section of this forest maze includes multiple exits. There are four standard stages, each with two exits. There is also a Ghost House, a secret stage, the Blue Switch Palace, a Fortress, and Roy's danger-packed Castle.

Forest of Illusion 1

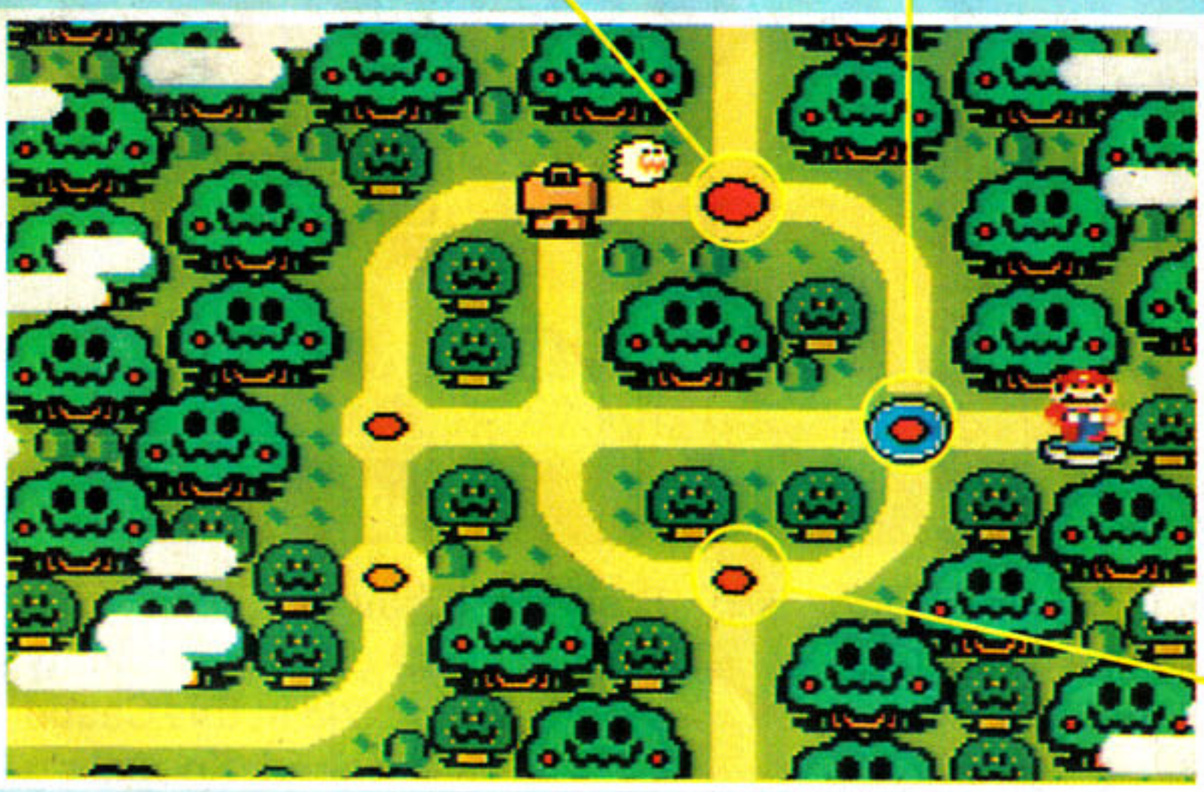
By popping a Balloon out of a Block near the end of this wooded stage, you can become Balloon Mario for a short time and float to the Key.

Inflate to become Balloon Mario and float under a platform to the Key and Keyhole.

Forest of Illusion 2

Swim through the wall that is just to the left of the yellow Mushroom Block in this area and you'll find the Key to the Blue Switch Palace.

You can swim through the wall here and easily make your way to the Blue Switch Palace.



Fantastic Features

There are two new features in this latest Super Mario Bros. adventure; the Item Reserve Box and the Screen Scroll Option. The Item Reserve Box allows you to store an item, then use it by pressing the Select Button. With the Screen Scroll Option, you can press the new L and R Buttons to scroll your view of the action to the left or right.

Press the Select Button and the Item that you are storing will drop into play.

By pressing the R Button, you'll have a good view of what lies ahead for Mario.

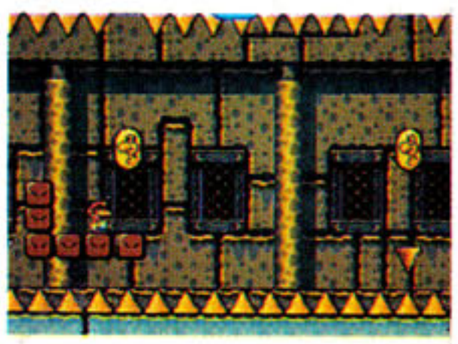
Forest of Illusion 3

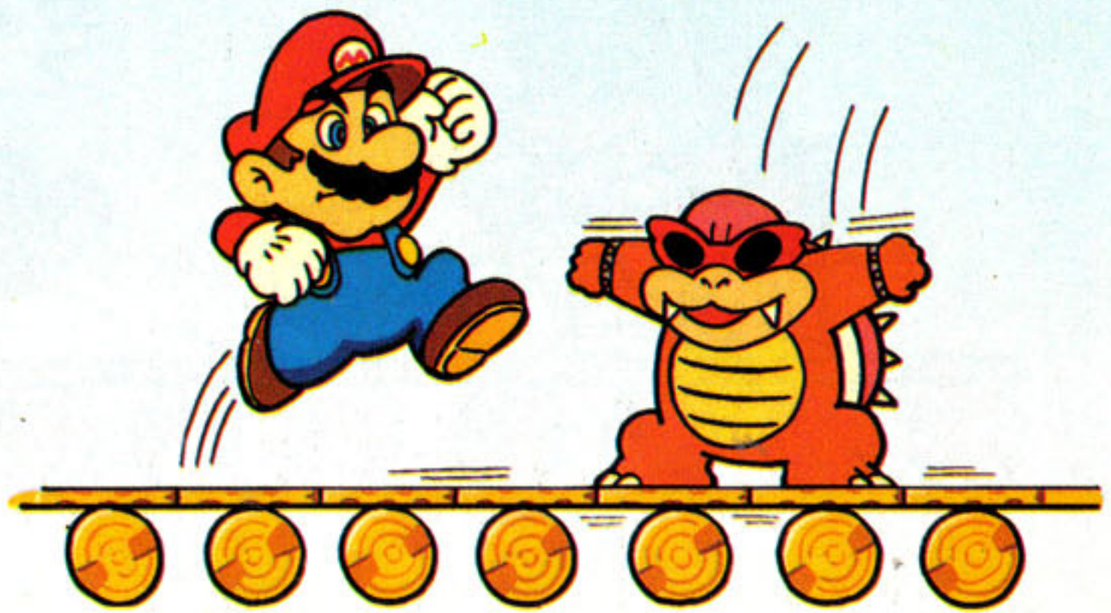
The tall green Pipe near this area's exit leads to a Key and Keyhole that are surrounded by Blocks. If you're Super, you can break the top Blocks with a Spin Jump. Or, if you have Yoshi along, you can have him grab the Key with his tongue and spit it into the Keyhole.

Sink into this Pipe and grab the Key which allows you to advance to Roy's Castle.

Roy's Castle

The cool Koopaling with the super shades has created a snake-like Platform that will take you over the Lava and Spikes of his Castle if you can keep your footing. Press the R Button when you're floating through the room with Spikes and the Spikes that are triggered to fall will drop long before you get to them.





AREA 6 CHOCOLATE ISLAND

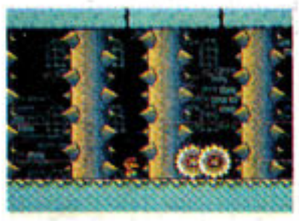
While there aren't a lot of areas with alternate exits in the land of chocolate, there are still plenty of mysteries to solve. You'll find five standard stages and a secret stage on the island plus a Ghost House, a Fortress, a Sunken Ghost Ship and Wendy's Castle. Once you've cleared the Castle, you'll move on to the Ghost Ship which is just on the brink of the Valley of Bowser. It's the only haunted area that Yoshi will enter!

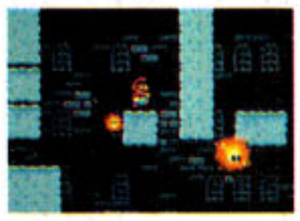
Chocolate Island 1

This section is a breeze. Just make sure that you watch out for the fire-breathing Mini-Rhinos and you'll clear the area with ease.

Wendy's Castle

Grinders and Hotheads are just two of many traps that Wendy has set. Spin Jump on them and keep moving!





Chocolate Ghost House

Some of the Boo Buddies in this mysterious mansion will turn into Blocks when faced. Lure them to the area underneath the Door, leap onto them and move on.

Chocolate Island 2

The sections of this stage change depending on the Time remaining and Coins collected. Enter the third section with 250 or more seconds left and you'll find the Key to the secret stage.

Chocolate Island 3

The Exit Gate on the raised platform in this section leads to a dead end. Drop below the Gate, then fly to the right and you'll reach the real exit.

Chocolate Island 5

Sharp-shelled Spinies hide out in Block boxes all over this area. Hit the P-Switch if you dare, but keep in mind that the place will be crawling with Spinies.

Chocolate Island 4

You can hitch a ride on Mega Moles and diagonal platforms that look more slippery than they actually are in this hole in the ground. Watch your step!

Chocolate Fortress

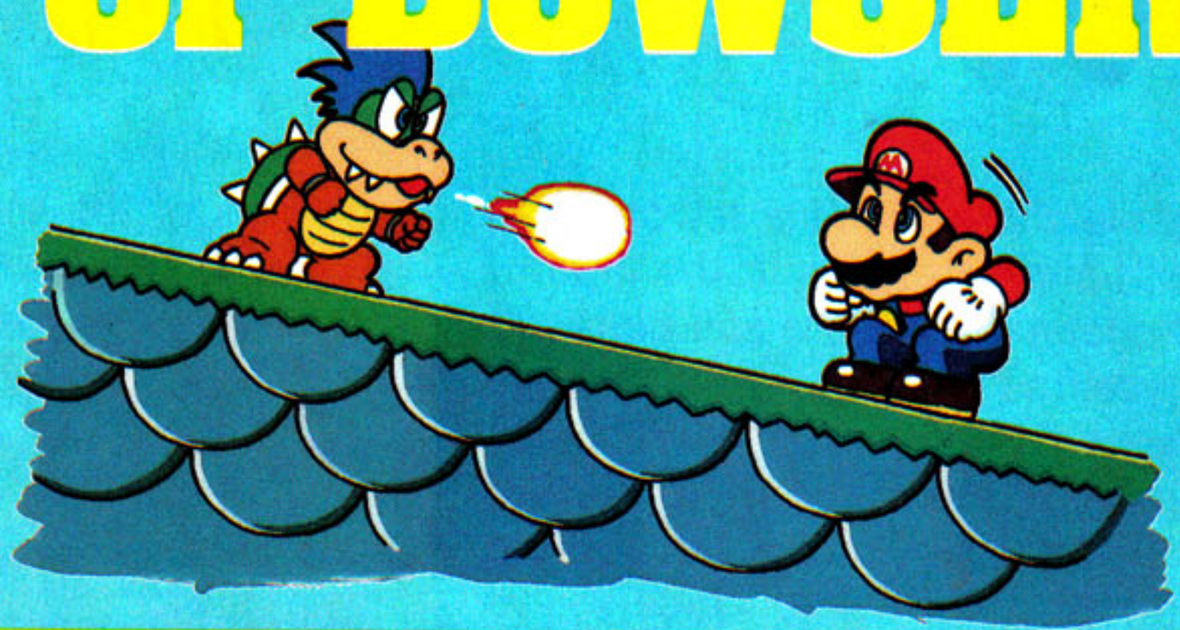
Spikes and Thwomps are the most dangerous obstacles on your way to the Reznor. Watch out!

Spikes poke out of the ceiling and floor. When they retract, move it!

Knock the Reznor Rhinos from their perches before the floor burns up.

AREA 7 VALLEY OF BOWSER

Once you've cleared the Sunken Ghost Ship, a huge rock head of Bowser will emerge from the deep. Enter it and you will encounter four standard stages along with a Ghost House, a Fortress, Larry's Castle and Bowser's own multi-level monstrosity. If you can enter through the back door of Bowser's Castle, you'll be able to skip straight to the battle with the King!

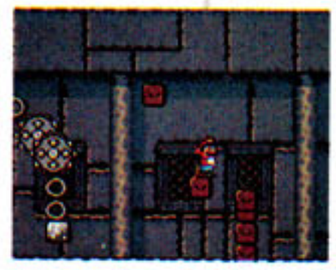


Valley of Bowser 4

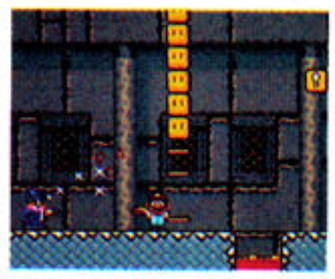
The only way to get the Key to the Star Road in this cavern is with Yoshi's long tongue. The Key is surrounded by Blocks and a rock wall near the end of the stage. Get Yoshi to grab the Key through the wall and spit it into the Keyhole which is above the Blocks.

Larry's Castle

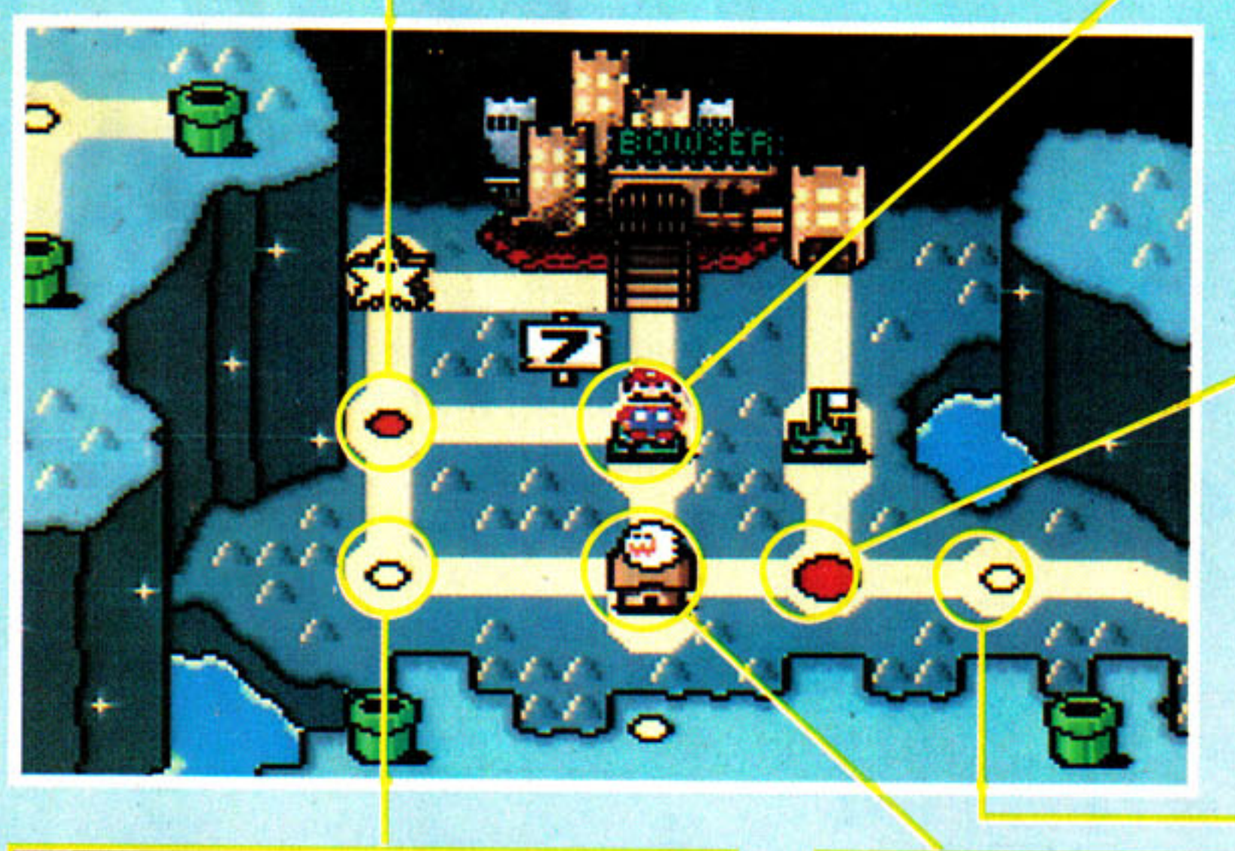
Bowser's number one Koopaling has fashioned his Castle after many of the other Castles and Fortresses in the land. Like Roy's Castle, this stronghold has a moving snake-like Platform. There are a few places where it pays to step off the Platform and wait for it to come back so that you can avoid the deadly Ball 'N' Chain.



Jump off the Platform and wait for it to work it's way around the Ball 'N' Chains.



Use your Cape to break the Block wall or let a Magikoopa break it.



Valley of Bowser 2

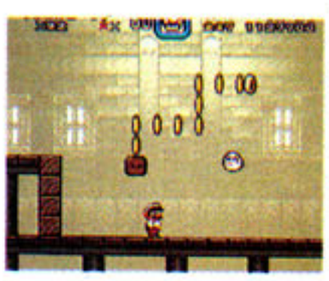
After you drop out of the Pipe at the beginning of the third section of this cave, run up the stairs to the right. Then leap up to the left, out of the screen, and keep running 'till you reach the Key.

Valley of Bowser 3

This open area is loaded with Countdown Platforms which count down to zero and fall out of the sky. Watch the numbers on the sides of the Platforms and get ready to jump.

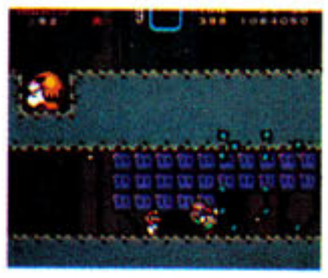
Valley Ghost House

Hit the P-Switch in the second section of this spook manor and run quickly to the right. Doors 3 and 4 lead to one exit. Door 5 leads to a room with a Key. The Key is in the upper-right corner.



Valley of Bowser 1

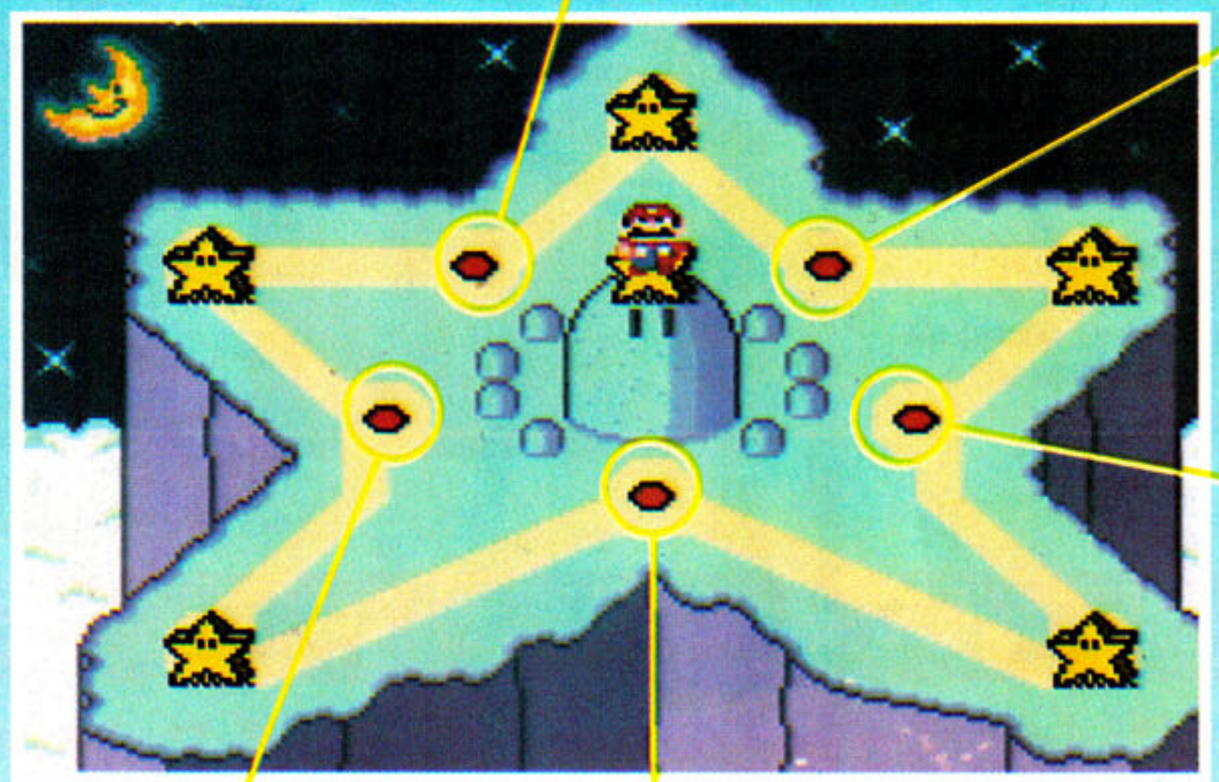
Chargin' Chucks break down block walls in this section. Step out of the way and let them do their job. Take the low road to the exit.



SECRET ZONE

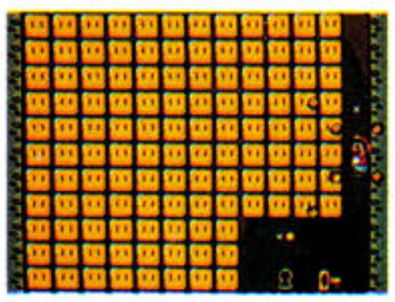
STAR WORLD

There are five Star Roads scattered throughout Dinosaur Land which lead to the five points of Star World. The points connect through five stages which each have Keys and Keyholes. They also each contain a cousin of Yoshi. The dinosaurs will start small. Feed them five enemies and they will grow to full size.



Star World 1

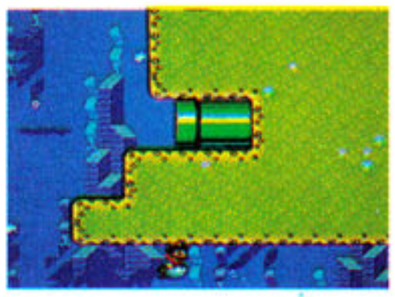
This world is full of Blocks. Start on the right side and Spin Jump through the Block down to the Key.



Use the Spin Jump to break through the Blocks.

Star World 2

This water world features a Blue Yoshi. Swim under the Pipe at the end and you'll reach the Key.



When you get to the Pipe, drop down and keep swimming.

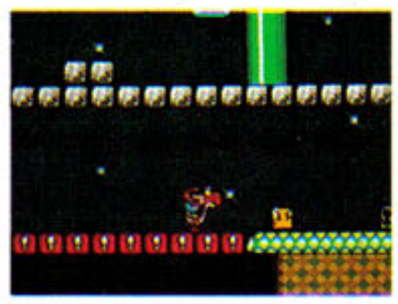
Star World 3

Hit the P-Switch in this area so that Lakitu throws only Coins. Then toss up a Block, steal his Cloud and fly to the Key.

Fly upward with Lakitu's Cloud to the Key and Keyhole.

Star World 4

There are tons of turtles in this area. Take Red Yoshi and let him blaze a fire trail through them. The Key is under a set of three Pipes.



Knock the Key out of a Block with a Koopa Shell.

Star World 5

If you've been to the four Switch Palaces, you'll find Block Platforms that lead the Key in the sky here.

Climb a Vine up to a series of Platforms and the Key.

Warp Through The Star World

The five Star Roads are spread throughout Dinosaur Land. Once you have connected the points, you will be able to quickly and easily make your way from one area of the land to another. It works well as a Warp-like short-cut when you're an advanced player.

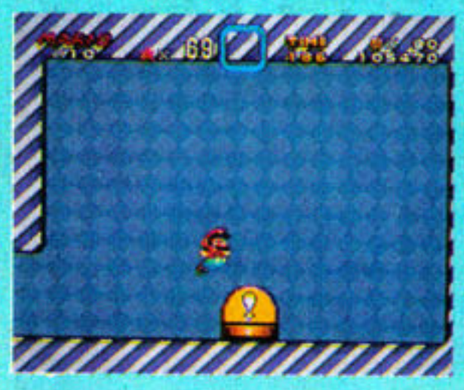
When you complete Star World 5, the most challenging Star World, you'll be able to take off from the center of the Star to a group of stages collectively known as the Special World.

SPECIAL STRATEGIES

To Switch or Not To Switch

Blockless Challenge

If you're up for a challenge, you can play the game without going to any of the Switch Palaces. The absence of key Blocks will make some sections very difficult to clear.



Before you go to Switch Palaces, you'll see dotted lines in a lot of different areas.

After you hit the big Switches the dotted lines will be filled with useful Blocks.

Switch Block Power-Up

The Blocks that fill the dotted lines not only act as Platforms in important areas, but the Yellow and Green Blocks also contain Power-Up Items. You'll find Super Mushrooms in yellow Blocks and Cape Feathers in green Blocks.

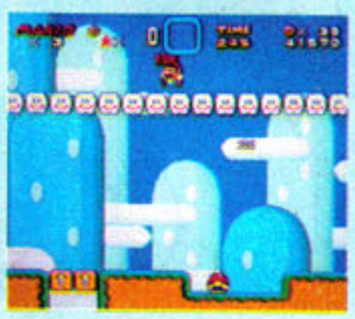
Hit a yellow Block for a Super Mushroom.

The green Blocks contain Cape Feathers.

Come And Go As You Please

1-Up Loop

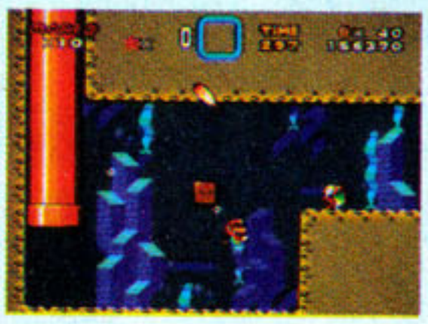
Find a completed stage with a quick 1-Up. Then enter the stage, collect the 1-Up, pause and press the Select Button to leave.



You can enter and exit a completed stage freely, collecting the same 1-Up over and over again.

Quick Power-Up

You can re-enter any stage that you have cleared, as long as it isn't a Fortress or a Castle, then leave the stage quickly whenever you want. Just press the Start Button to pause the action, then press the Select Button to return to the map. This technique makes it very easy to collect multiple Power-Up items for particularly challenging areas.



Grab a Cape Feather near the beginning of a stage that you have cleared. Then Press Start and Select.

This maneuver allows you to quickly get a Cape so that you can fly through the challenges that await.

Mid-PointManeuver

If you know of a Power-Up area near the mid-point of a cleared stage, you can go through the middle gate and return for Power-Ups whenever you need them.

There's a Power-Up Block just after the mid-point of Forest of Illusion 1.

Take a Star from the Block and run invincibly through the stage.

This is a good way to earn a lot of points and a ton of 1-Ups.

Yoshi Power

Color Him Koopa

Your little green dinosaur pal can show off many and varied abilities depending on the color of the Koopa that he swallows. If he takes in a green Shell, he can spit it out super fast.

Red Shell

By swallowing a red Koopa Shell, Yoshi can send out a hot blast.

Blue Shell

Up, up and away! Yoshi can fly for a while with a Blue Koopa Shell.

Yellow Shell

When Yoshi is holding a yellow Shell, his landings cause the ground to shake.

Flashing Shell

The rare flashing Koopa shell gives Yoshi the power of red, yellow and blue Shells.

1-Up For Yoshi

If Yoshi is present and you hit a Block that usually contains a Yoshi Egg, it'll turn into a 1-Up instead!

Exit For A Bonus

Bonus Game

The Tape on the Exit Gate moves up and down. If you hit the Tape when it's in a high position, you can earn as many as 50 Bonus Stars at a time. Whenever you earn a total of 100 Bonus Stars, you'll be sent to a Bonus Game where you have a chance to get a lot of 1-Ups.

Enemy Elimination

Enemies are automatically defeated when you cross an Exit Gate. If there are a lot of enemies on the screen, you'll earn tons of points when they're defeated and you might even earn 1-Ups.

Special Item Rarities

Power Balloons

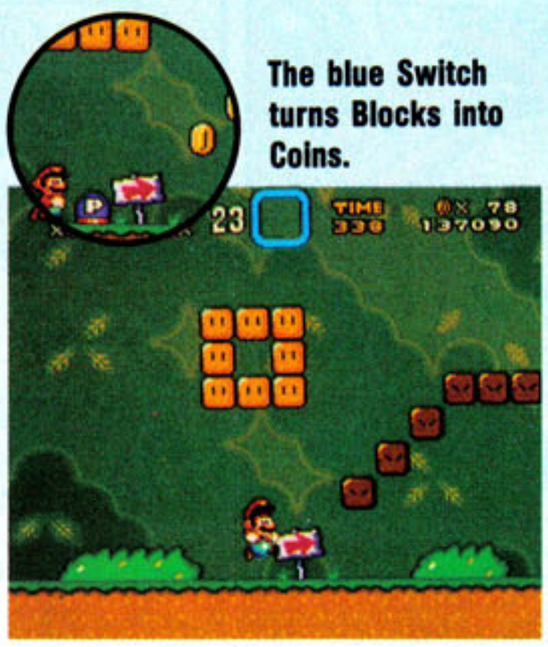
You'll find a Power Balloon in Forest of Illusion 1 and one of the special stages. It turns Mario into a Balloon for a short time so that he can float to his destination.

Grab the Power Balloon in Forest of Illusion 1.

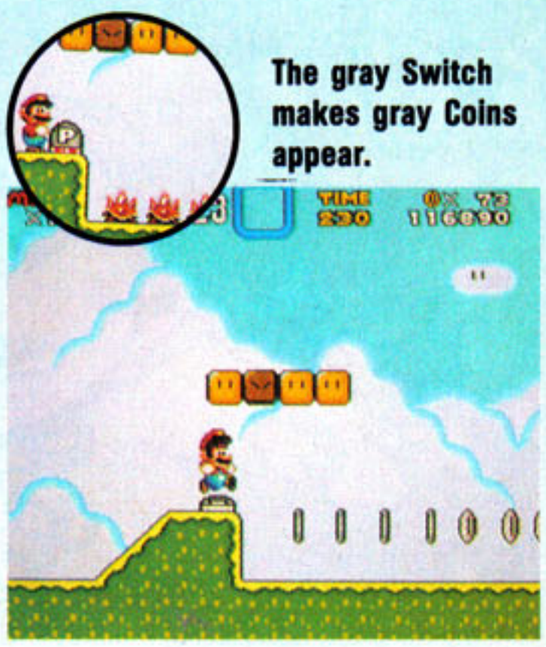
Float to the Key and unlock the secret passage.

Gray P-Switches

While Blue P-Switches are quite common, you'll only occasionally see a Gray P-Switch. Hit them to make Lakitu toss Gray Coins.



The blue Switch turns Blocks into Coins.



The gray Switch makes gray Coins appear.